

## CREDITS

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## BADLANDS PETE INSTRUCTIONS FOR ATARI ST/STE AND IBM AMIGA COMPUTERS

### INTRODUCTION

The Governor's fate have a worried town as he is read the letter scrawled on parchment that had been delivered wrapped around a rock. His beloved daughters had been abducted by the evil as cowardly inhabitants of the Badlands Territory. If he wanted to see them again a ransom was to be paid... but the Governor had other ideas.

His life office stalked Pete Coyote, known throughout the West as Badlands Pete. His quick but hot-blooded gun style and cowboy gear are recognized and feared by desperadoes everywhere. "He's got a new job for you, Pete," it's time we showed these folk in the "back of the badland". Pete looked at the Governor calmly from under the brim of his hat and asked "OK, but what's in it for me?"

"Simple Pete, I'll give the full bounty on anyone who gets in your way, but the town's folk may offer a bounty on your head-in-return". Pete looked straight at the Governor. "Not good enough Governor, he rode through the reward... I've about four thousand dollars for every daughter I send from alive!". "Here a hat Pete, how about two and a half?" "No, I'm going" with that Pete turned on his heels and walked from the office. The Governor rose from behind his desk and looked to the window. As he looked towards the Badlands he wondered whether the people out there realized what was coming.

### LOADING INSTRUCTIONS

Turn off the computer and disconnect all unnecessary peripherals. Place the Badlands Pete program disk in drive A and switch on. The title screen will appear. Press the fire button on the joystick to start the game.

### INTRODUCING STOP-A-MATCH

The STOP-A-MATCH graphics system was developed to add realism and depth to Badlands Pete. With STOP-A-MATCH characters can move through doors, in front and behind objects, up and down ladders and stairs and into hidden passages. Once mastered Badlands Pete's joystick controls in conjunction with STOP-A-MATCH graphics give you the freedom to move around the Badlands going where you want, when you want.

### GAME CONTROLS

#### Joystick Controls

Moving the joystick left and right will make Pete move in that direction if his path is unobstructed by an object or building. Pushing the joystick up makes Pete back away from the screen and starts him walking in that direction until an obstacle is encountered. Moving the joystick down will make Pete turn and start walking towards you until an obstacle is encountered. Pressing the fire button or hitting the Space Bar makes Pete draw his guns and start aiming. Pete will continue to shoot until his ammo is exhausted. While his guns are aimed, moving the joystick will aim Pete's guns. While Pete's guns are drawn, his movements are limited to aiming and firing. The longer Pete takes to aim between shots the more accurate he will be. Pete's bullets don't just travel in a straight line, they move up, down and in and out of the screen as well. Sometimes Pete will have to move position to hit his intended target. Hitting the Space Bar re-loads Pete's guns. Note that Pete cannot move or pull his guns are re-loaded.

#### Keyboard Controls

Space Bar	Draw Pete's guns or re-load them
Control S	Pause and return game
F1	Toggle between Name and
F10	Disable/enable sound FX

### THE STATUS PANEL

The Status Panel displayed beneath the game window contains the following information:

**Energy:** Pete's vitality or health is shown as a glass level filled with blood that drains as he loses energy. Blood is lost when Pete is shot and gained as bonus objects are collected.

**Score:** Pete's score is shown in dollars either as a bounty or a reward. A bounty is awarded every time Pete collects a bonus object or eliminates an evil character. Dollars are deducted from Pete's score whenever Pete kills a non-exaggerated character. Negative scores are shown as the reward that Pete is worth to enemy bounty hunters.

**Governor's Daughters:** Each level of gameplay has a corresponding number of kidnapped daughters to rescue. These are displayed in the Status Panel. As each daughter is rescued one figure will disappear from the panel area. When each of the daughters has been rescued that level is complete.

**Ammunition:** The amount of ammunition that Pete currently has in his gun belt is shown by the number of bullets displayed above the Status Panel. The number of rounds shown reduces as Pete fires his guns. Additional ammo can be collected from the bodies of dead characters or as bonus objects.

**Wanted Posters:** At the start of each level the most wanted person in the Badlands is shown on a miniature wanted poster in the centre of the Status Panel. This disappears when gameplay commences but can be recovered by looking at the Wanted posters stuck to the jailhouse wall.

**Bonus Objects:** Several bonus objects such as collectibles, letters and playing cards are carried by characters. An icon representing each object appears in the Status panel once that object has been collected.

### GAMEPLAY

The aim of Badlands Pete is to be awarded as many bounty dollars as possible and gain entry to the Badlands High Score Table.

**Scoring:** Scoring is measured in dollars. Collecting bonus objects, rescuing Governor's daughters, completing a level and shooting outlaws will all earn Pete reward money. Deductions will be made from Pete's score whenever an innocent bystander is shot or Pete draws first in a gunfight with any but the most hardened outlaws. Positive scores are always displayed as a bounty-value. However, if Pete has an injury bigger finger than he may have a negative score which is represented as a reward for his death.

**The Characters:** Each character in the game has a dollar value, for characters whose intentions are unclear this value may be either positive or negative depending on Pete's reaction to that character. The following list is split into sections to indicate which characters are outright outlaws or renegades which characters may help or attack Pete, and which characters are unlikely to do anything to hurt Pete.

**Mountain Men \$250** Had only been from the mountains to trade skins and raise hell  
**Parasite Indians \$100** Greedy varmints who are after Pete's scalp  
**Minerac Bandits \$100** Have come north to escape the revolution and get some peace and quiet

**Ranchers \$100** I need of the law, they'll steal anything not tied down  
**Spirits of '88 \$100** Last week that will not save Pete a ghost of a chance  
**Preachers \$150** Conscienceless old men who'll do fire, scripture and cheap whisky  
**Farmer's Wives \$200** Loving, but tough, Pete wouldn't take them with any of these  
**Farmer's \$400** Males to the show, hard working, industrious and very, very reactionary  
**Savage Kids \$500** The outlaws' friends, but at those one night's play have with their temper  
**Gun Tenders & Shopkeepers \$500** Open to do business, but don't give an inch  
**Shoof's Deputies \$600** The law, such as it is, in the Badlands, but they may be on the side  
**Indian Squads \$700** Peaceful and submissive, hardly worth bothering with, but watch out if they've been hit by the Police

**Cowboys \$800** They live for the game, and are quite prepared to die for it too  
**Taxid Collectors \$75** Will help Pete toward his fate, destination unclear  
**Outlawsters \$125** In the Badlands, these old men keep the place hot. The outlaws take care of the town

**Barbers \$100** Custodians of the cash, but taken and even better customers  
**Old Ladies \$10** Wherever the westerns be without these characters to take apple pie and give round advice to the outlaws  
**Governor's Daughters** rescue value \$2,500

**Bonus Objects:** During the game, Pete will come across various objects which will aid him in his rescue mission. Some objects will simply be found lying around town, others will be given to Pete by characters he meets on his travels, while other objects can be collected from the bodies of outlaws and renegades.

**Town Taster** Give away access to the west town

**Barbers** Barbers Pete's gun belt

**Golden Dollar** Bonus Score

**Shin Dollar** Bonus Score

**Pack of Cards** Bonus Score

**Bible** Bonus Score

**Kids** Bonus Score

**Carter** Bonus Score

**Cow Pie** Increase Pete's energy

**Glass of Beer** Increase Pete's energy

**Round Chicken** Increase Pete's energy

**Bottle of Red-Eye** Increase Pete's energy

**Sausage or Beans** Increase Pete's energy

**Pot of Coffee** Increase Pete's energy

**Level:** The number of Governor's daughters that have to be rescued to complete a level increases with each level completed. For each successive level the number and aggressiveness of other characters will increase, making the game increasingly difficult. Every 4 levels, as the inhabitants of the Badlands are exterminated, then Peace Officers, Sheriff's Hangers and other aggressive characters will start to close in on Pete forcing him to act quickly. Each level is made up of the four frontier towns of the Badlands territory, connected by a rail line.

**Game End:** The game ends when Pete is drained of energy, and falls to the floor, dead. If his score is suitable high when he is entered onto a saved high score table.

### HINTS & TIPS

**Aiming and Shooting:** Once quarter gunplay is not always the most accurate. If you have trouble hitting enemies that are close by, then try backing off or moving into or out of the screen.

**Choosing Targets:** If you are uncertain of a character's intentions, watch and wait to see if he (or she) draws his gun, offers a bonus object or ignores Pete before he starts away with his gun.

**Traveling Between Towns:** Riding on trains rather than walking is much easier on Pete's health. Tickets for the journey can be found during gameplay. Without a ticket you will not be allowed onto the station platform.

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